

Player Name:				
Character Name:				
Class:		Alignment:		
Race:	Gender:	Height:	Weight:	Age:
Languages:				

Armor Class

Hit Points

Level

Sketch or Coat of Arms

Strength		Hit Prob:	Dam. Adj:	Bend Bars Lift Gates:	Wgt. Allow:	Open Doors:
Dexterity		Reaction / Missile Adjustment:			Defense Adjustment:	
Constitution		Hit Point Adjustment:		System Shock:		Resurrect Survival:
Intelligence		Max Languages:		Know Spell:	Min. Spells:	Max Spells:
Wisdom		Magical Attack Adjustment:		Spell Bonus:		Spell Failure:
Charisma		Max Henchmen:		Loyalty Base:		Reaction Adjustment:

Saving Throws		
Paralyzation, Poison, Death, Magic		Bonus
Petrification, Polymorph		Bonus
Rod, Staff, Wand		Bonus
Breath Weapons		Bonus
Spells		Bonus

Melee & Missile Weapons	# of Attacks	Attack / Damage Adjustment	Missile Adjustment S M (-2) L (-3)	THACØ	Damage SM / L	Type	Size	Weight	Speed
		/	/ /		/				
		/	/ /		/				
		/	/ /		/				
		/	/ /		/				
		/	/ /		/				
		/	/ /		/				

Thief Skills	Pick Pockets	Open Locks	Find Rem Traps	Move Silently	Hide In Shadows	Hear Noise	Climb Walls	Read Languages
Base Score								
Racial Adj.								
Dexterity Adj.								
Overall Score								

Experience Points		Next Level	
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To Hit Rolls	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10

Notes: